

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of: Seelig et al.

Serial number: 10/824,520

Filed: April 14, 2004

Title: GAMING BONUS DEVICE AND METHODS OF USE

Attorney Docket Number: 619.897 ACC.CON-Heads or Tails (Quarter Frenzy)

Group Number: 3714

Examiner: Robert Mosser

Commissioner for Patents

P.O. Box 1450

Alexandria, VA 22313-1450

DECLARATION OF JERALD C. SEELIG AND LAWRENCE M. HENSHAW

UNDER 37 C.F.R. §1.131

We, Jerald C. Seelig and Lawrence M. Henshaw, hereby declare as follows:

We are the named inventors in the currently pending U.S. patent application serial number 10/824,520 titled, "GAMING BONUS DEVICE AND METHODS OF USE".

We conceived of and reduced to practice the invention claimed in the above identified patent application prior to June 28, 2000. Attached Exhibit A is a copy of a computer drawing of a gaming device in accordance with the present invention called "Quarter Frenzy" that was built and operated prior to June 28, 2000. The parts shown in the drawings were used in the actual gaming device. The drawings were created on May 22, 2000.

Attached Exhibit B is a copy of a memorandum at Atlantic City Coin & Slot Service Company, Inc., the assignee of the present invention. The memorandum (4 pages) details the status of activities in conjunction with the present invention called "Quarter Frenzy" that were performed prior to June 28, 2000. Status of testing of the "Quarter Frenzy" prototype and

In re application of: Seelig et al.
Serial number: 10/824,520
Page 2

various game play descriptions representing the binary game outcomes ("heads" and "tails") are presented in the memorandum. The memorandum is dated May 26, 2000.

The exhibits A and B, which relate to the aforementioned conception and actual reduction to practice, correspond to the invention broadly disclosed and claimed in the above-mentioned patent application. We continuously and diligently reduced our invention to practice after our conception and until the filing of the above identified patent application.

We hereby declare that all statements made herein of our own knowledge are true and that all statements made on information and belief are believed to be true; and further, that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of any patent to which this verified statement is directed.

In Witness Whereof, we have hereunto set our hands and affixed our seals the

15th day of May 2007.



Gerald C. Seelig



Lawrence M. Henshaw

A. C. Coin & Slot

Memo

This document contains time-sensitive information. Please read immediately and respond as specified.

To Mac Seelig
From Larry Henshaw
Date/Time 5/26/00 at 12:05PM
Subject Quarter Frency
CC: Jerry Seelig, Bessie Sacco, Tom McCormick, Doug Cramer

Mac,

As you requested, please find attached a copy of a Quarter Frency game play concept that I gave you in February of 1999.

The game play concept attached was developed for the stand alone S+ slot machine and will work with exciting approved paytables we have available.

With the exciting S+ slot machines and hardware /protocol available we can provide for an in-house progressive. If we want a quicker hitting in-house progressive we can use the sizzling sevens top award payable.

We can not provide for a wide area progressive on the S+ today. If our objective is WAP then we need to go to a S2000 80960 platform. This will require substantial extra programming time and all new protocol.

If you wish to proceed on the S+ platform with quarter frency we will be able to have this project completed for the October gaming show. WE will have a complete working prototype by the end of August.

Doug Cramer and I have already been working on a new controller that will have the capabilities to operate three different stepper motors. We have been testing the prototype for several months. We will not be able to use our current Project-X controller. All hardware and software can be developed out of the corporate office.

Fax

A. C. Coin & Slot

Please review and discuss your decision on how to proceed . The above timelines for development will only be affected by a change in game play .

Quarter Frenzy- Game Play Concept #1

*Description (There will be three quarters in the top box that will spin during a bonusing event) There are two ways to get a bonus .

1 - By advance symbols- when you get a advance symbol(could call spin symbol) the three quarters in the top box will spin by themselves and stop one at a time like the reels on the slot machine on heads or tails . If the customer gets three heads they will get paid an award based on the number of coins played . This bonus event should happen every fourth handle pull on average . The coin award ,if you get 3 heads and played 3 quaters you would get an award of 12 coins . We could increase the hit frequency of the advance award by having the customer win if they get three heads or three tails -the top award would then be 6 coins. All awards will be doubled and/or tripled based upon the number of advance symbols that appear on the reel strips (ie: three advance symbols on payline the customer would get a 36 coin award .)

2. - Instantly by special symbol(quarter frenzy symbol)- This top bonus event would occur when a special symbol(quarter frenzy would occur on the third reel with three coins played . In this bonus event the customer will be prompted to select "heads" or "tails" . There will be two buttons in the top box (backlight) that will be flashing . When the customer makes a selection of heads or tails the quarters will start to spin . The quraters in the top box will then start to stop one at a time . A bonus award will be determined based upon the number of correct choices the customer made "heads" or "tails" . An option or decision to make here is do we let the customer select heads or tails at the beginning of each coin spinning or will their initial decision be for all three coins? Additionally, we also have two options here -do we have this bonus event happen every 125 handle pulls with an average coin award of 94 coins and a top award of 500 coins , or do we have it happen every 62.5 handle pulls with an average bonus award of 47 coins with a top bonus award of 250 coins . I think we should try both pay tables an based upon customer play determine which payable works best .

To achieve a bonus award through the special advance symbol - you must play max. coins and the special symbol must appear on the third reel and on the payline.

The above bonusing methods will be used on a buy a pay program. The three coins spinning in the top box will stop on heads or tails based on the RNG and with and even probability of occurrence (50/50).

Since the special advance bonus can be won in one handle pull the bonus coin awarded for the special symbol only can be included in the base payable calculation. This will help provide a greater overall bonus payback in all gaming jurisdictions:

Example: (1)

New Jersey

3 - Coin Buy A Pay

	<u>Base</u>		<u>Special Bonus</u>		
Coin 1	75%	+	0	=	75%
Coin 2	75%	+	0	=	75%
Coin 3	50%	+	25%	=	75%

The 1 + 2 coin players will achieve a minimum 75% payback. The third coin player will achieve overall a 75% payback - 50% from the award card and 25% from the special advance symbol. The special advance symbol will Pay Back 94 coins every 125 handle pulls or 47 coins every 62.5 handle pulls .

In addition, the bonus game achieved through the getting an advance symbols will pay back roughly 15% additional bonus awards. every 32 handle pulls or every 16 handle pulls there will be a bonus award of 12 or 6 coins .

	<u>Base</u>		<u>Special Symbol</u>		<u>Expected Return Advance Bonus</u>		
Coin 1	75%	+	0	+	13%	=	88%
Coin 2	75%	+	0	+	14%	=	89%
Coin 3	50%	+	25%	+	15%	=	90%

Advance symbol payable

Coins(max coins played)

Three heads = 12 coins
 Two heads = 0 coins
 One head = 0 coins
 Zero heads = 0 coins

If you win on three heads or three tails:

Three heads or tails = 6 coins

Special advance symbol:

	Every 125 handle pulls	every 62.5 handle pulls
3 correct choices =	500 coins	250 coins
2 correct choices =	50 coins	25 coins
1 correct choices =	30 coins	15 coins
0 correct choices =	15 coins	10 coins